FREE! GAME CARDS STARTER-PACK!

# SONIC THE COMIC

UK's OFFICIAL SEGA COMIC

STARRING SONIC THE HEDGEHOG

FORTNIGHTLY

## ON THE THRONE!

WITH THE EVIL EMPEROR METALLIX!

NEW STORY

RETURN OF ECCO THE DOLPHIN!

PLUS ...

SONIC'S WORLD!

KNUCKLES & TAILS!

CHAOTIX PIN-UP ESPIO THE CHAMELEON!

£1.20 • Nº 60
15 SEPTEMBER 1995

STC Archive

YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

# CONTROL ZONE

Hey, Boomers!

Have you opened your **Game Card Starter Pack?** Thought you'd like something to take your minds off a hard day's slog at school (stop groaning and check out the section below for more info on the latest game craze from the U.S.).

Do I have a mega treat lined up for you lot ... welcome back to one of Sega's biggest stars, **Ecco the Dolphin**, who returns for a brand new run (or should that be swim!). There's plenty of baddie bashing with **Sonic** in **The Brotherhood of Metallix** and **The Seven Badniks**. There's also comic-strip action of the highest kind in part two of the **Revenge of Trogg** starring **Knuckles and Tails**.

*Chaotix* fans should turn to the centre pages for an **Espio the Chameleon** pin-up. Plus, the **Revew Zone** puts the spotlight on *Comix Zone*, Sega's exciting new Mega Drive game where you play the role of a comic writer/artist. Speaking of which ...

Would you like one of the mega talented *STC* artists to draw something just for you? If the answer's yes, then put a note in your diary for the **UK Comic Art Convention** (UKCAC), held at the Institute of Education, Bedford Way, London on Sunday, 1 October. From 3.30pm you'll get the chance to meet some of the *STC* creators, and if you take an adult with you (boo-hiss!), you'll get in free! For more information, see you in the next issue!

Megadroid

## STARTER FOR FIVE!

Your Game Card Starter Pack of five comes complete with detailed instructions, and offers a taste of the exciting gameplay that awaits. **Champions Trading Cards** are *the* latest role-playing craze to hit the U.S. and there are two game titles - *Medieval Battle* and *Monster Wars* - each is available as a Basic Deck of 44 cards for £3.99, as well as a Booster Pack containing 11 cards for 99p.

If you're wondering where on mobius to buy these, brave your major toy retail outlets. Forget the teabags, it's all in the cards!


• MANAGING EDITOR: Richard Burton
• EDITOR: Deborah Tate
• DESIGNER: Gary Knight
• ASSISTANT EDITOR: Audrey Wong
• ADVERT EDITOR: Carl Flint
• PUBLISHER: Rob McMenemy

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## SEGA CHARTS COMPILED BY GALLUP (ELSPA)

↕ up/down  RE/NEW entry  ● non mover

### MEGA DRIVE

| | | |
|---|---|---|
| 1 | ● | BRIAN LARA CRICKET |
| 2 | ↑ | THEME PARK |
| 3 | ↑ | FIFA SOCCER '95 |
| 4 | ↑ | PGA TOUR GOLF 3 |
| 5 | ↑ | STREET RACER |
| 6 | ↓ | RUGBY WORLD CUP 1995 |
| 7 | ↓ | FEVER PITCH SOCCER |
| 8 | ↑ | NBA LIVE '95 |
| 9 | ↑ | STREETFIGHTER 2 CHAMP EDITION |
| 10 | ↓ | NHLPA HOCKEY 1995 |

### MEGA-CD

| | | |
|---|---|---|
| 1 | ↑ | LETHAL ENFORCERS |
| 2 | ↑ | STAR WARS CHESS |
| 3 | ↑ | FIFA INTERNATIONAL SOCCER |
| 4 | ↓ | MICKEY MANIA |
| 5 | ↓ | POWERMONGER |
| 6 | ↓ | EARTHWORM JIM |
| 7 | RE | WORLD CUP USA '94 |
| 8 | ↓ | BRUTAL: PAWS OF FURY |
| 9 | RE | SEGA CLASSICS |
| 10 | ↓ | REBEL ASSAULT |

### MASTER SYSTEM

| | | |
|---|---|---|
| 1 | ↑ | BATMAN RETURNS |
| 2 | ● | COOL SPOT |
| 3 | ● | WONDERBOY IN MONSTER WORLD 3 |
| 4 | ↑ | DESERT SPEED TRAP |
| 5 | ↓ | DONALD DUCK |
| 6 | ↓ | DESERT STRIKE |
| 7 | ↑ | STAR WARS |
| 8 | ↓ | SONIC THE HEDGEHOG 2 |
| 9 | ● | SONIC CHAOS |
| 10 | RE | SONIC THE HEDGEHOG |

### GAME GEAR

| | | |
|---|---|---|
| 1 | ● | MICRO MACHINES |
| 2 | ● | SONIC THE HEDGEHOG 2 |
| 3 | ● | DESERT SPEED TRAP |
| 4 | ● | JAMES POND 2 - ROBOCOD |
| 5 | ● | WINTER OLYMPICS |
| 6 | ↑ | STRIDER 2 |
| 7 | ↑ | MORTAL KOMBAT 2 |
| 8 | RE | SONIC CHAOS |
| 9 | NEW | DROPZONE |
| 10 | ↓ | PGA TOUR GOLF 2 |

# SONIC THE HEDGEHOG

## The Brotherhood of Metallix

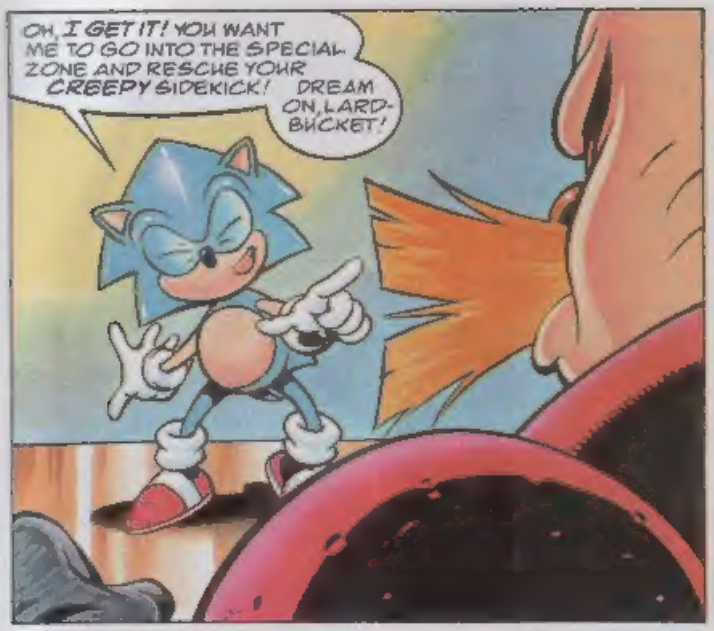
### Part 2

Script: NIGEL KITCHING
Art: RICHARD ELSON & JOHN BURNS
Lettering: ELLIE DE VILLE

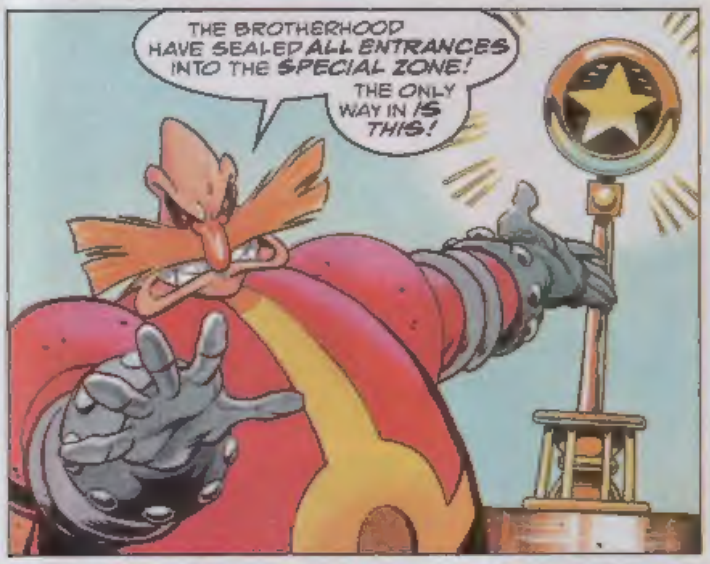
ROBOTNIK HAS FINALLY CAPTURED SONIC! IT LOOKED LIKE IT WAS ALL OVER FOR THE COOL BLUE ONE, UNTIL...

YOU WANT MY HELP? IF THIS IS SOME SORT OF TRICK...

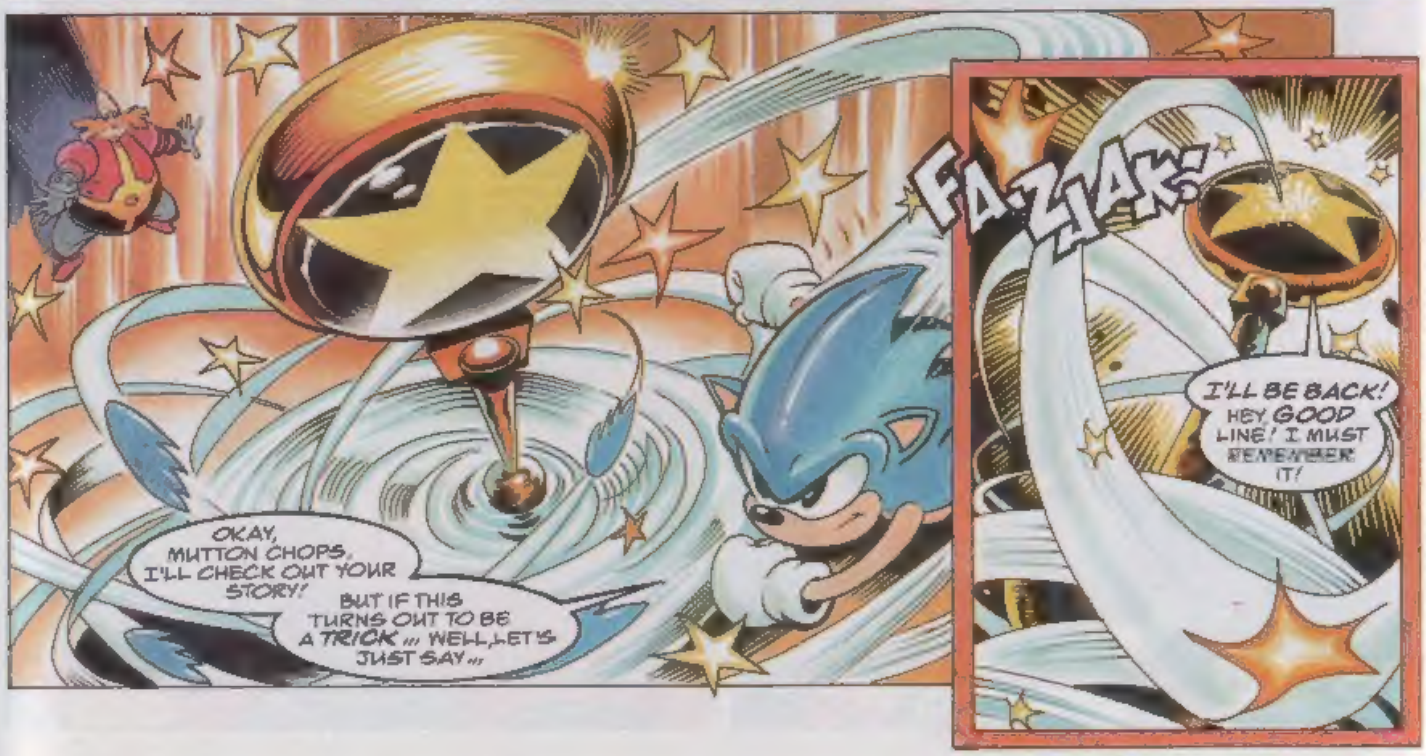
IT'S NO TRICK, SONIC! WE ARE BOTH IN GREAT DANGER FROM THE BROTHERHOOD OF METALLIX!


OH, I GET IT! YOU WANT ME TO GO INTO THE SPECIAL ZONE AND RESCUE YOUR CREEPY SIDEKICK!
DREAM ON, LARD-BUCKET!

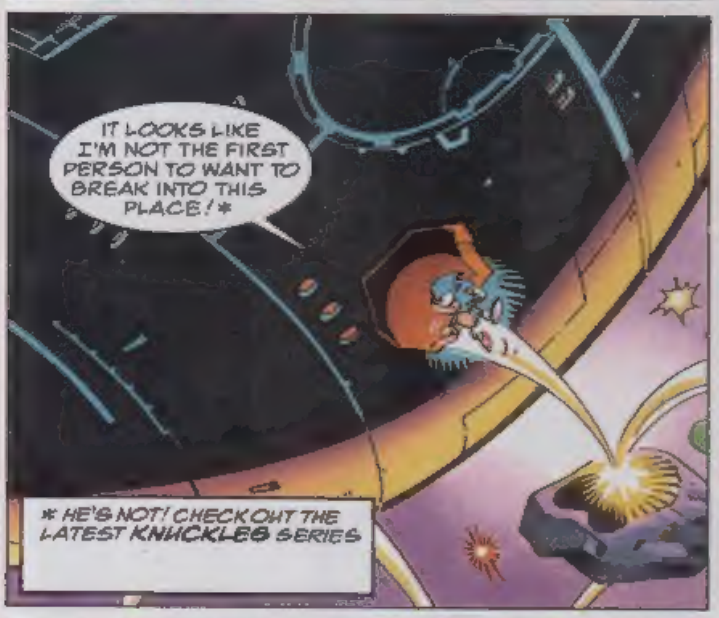
DON'T YOU UNDERSTAND, YOU INSUFFERABLE INCOMPETENT?
GRIMER CREATED THE METALLIX PROGRAM ... IF THEY HAVE HIM, HE MIGHT FIND A WAY TO MAKE THEM UNSTOPPABLE!


THE BROTHERHOOD HAVE SEALED ALL ENTRANCES INTO THE SPECIAL ZONE!
THE ONLY WAY IN IS THIS!

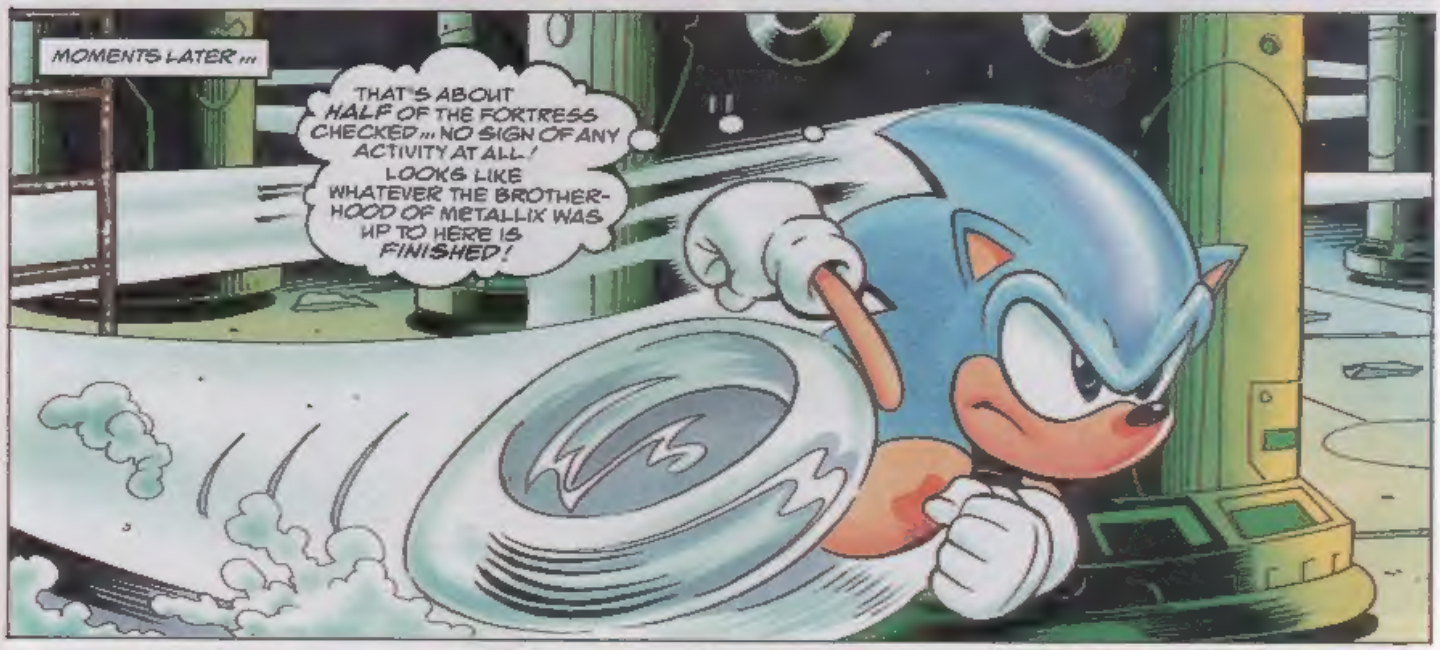
A STAR POST! AND I'M THE ONLY ONE WHO CAN USE THESE THINGS. NOW I SEE WHY YOU NEED ME!
FINALLY!

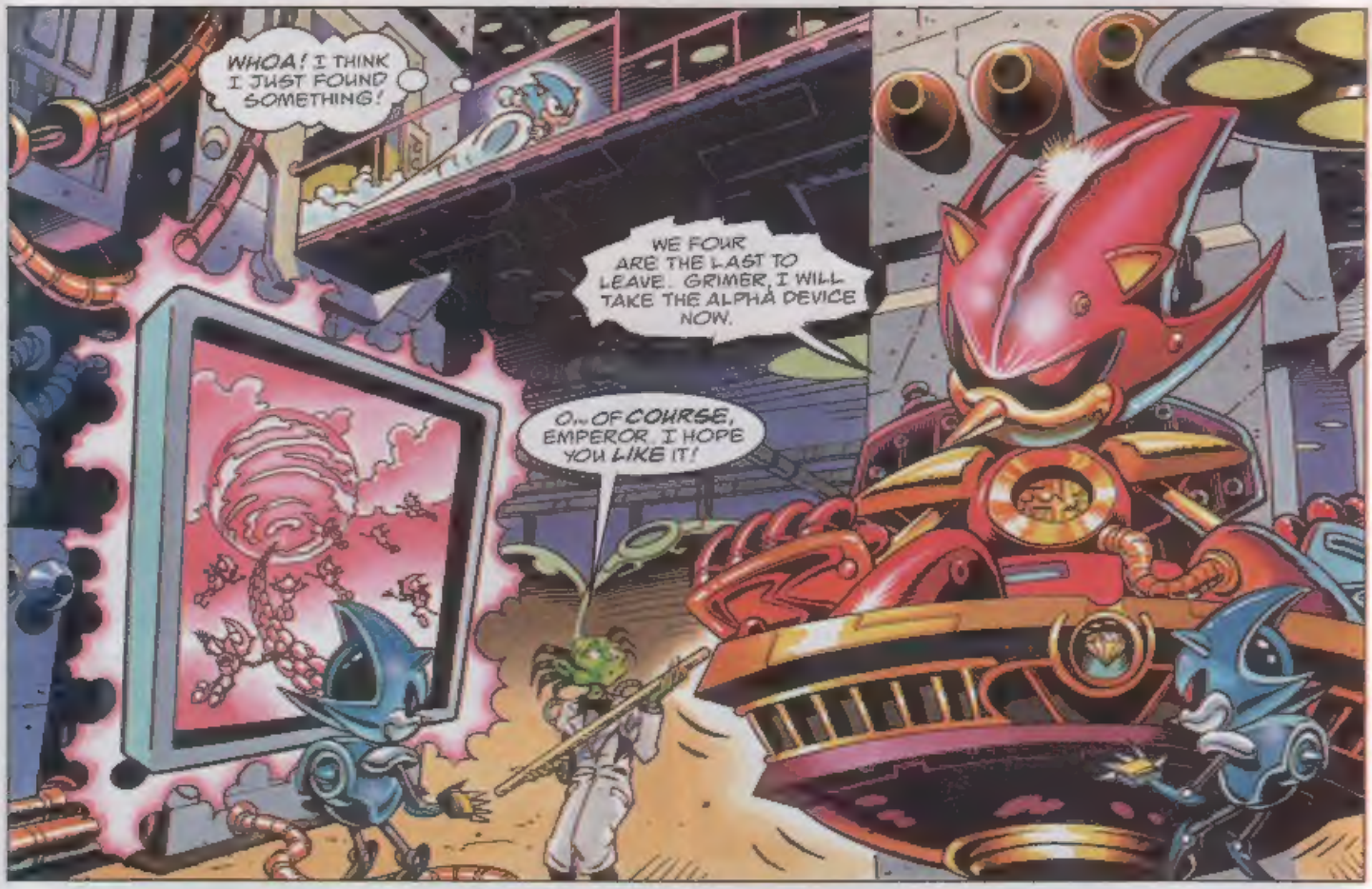

OKAY, MUTTON CHOPS, I'LL CHECK OUT YOUR STORY!
BUT IF THIS TURNS OUT TO BE A TRICK ... WELL, LET'S JUST SAY ...
FA-ZJAK!
I'LL BE BACK! HEY, GOOD LINE! I MUST REMEMBER IT!

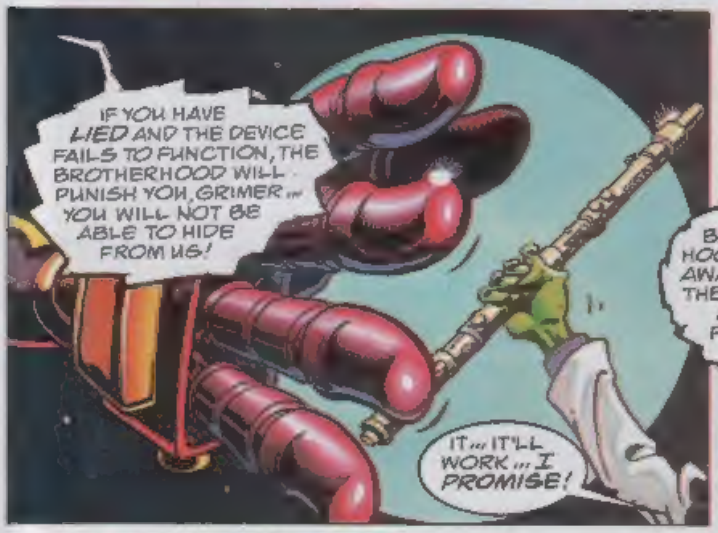
FA-ZAAK!
WELL, THIS LOOKS LIKE THE SPECIAL ZONE ALL RIGHT!
BOY, I HATE THIS PLACE! AND THERE'S ROBOTNIK'S OLD BASE ... THE EGG FORTRESS!


IT LOOKS LIKE I'M NOT THE FIRST PERSON TO WANT TO BREAK INTO THIS PLACE! *
* HE'S NOT! CHECK OUT THE LATEST KNUCKLES SERIES

HEY, THERE'S BEEN QUITE A FIGHT IN HERE ... THE PLACE LOOKS DESERTED NOW BUT LET'S JUST SEE WHAT A QUICK SEARCH TURNS UP!

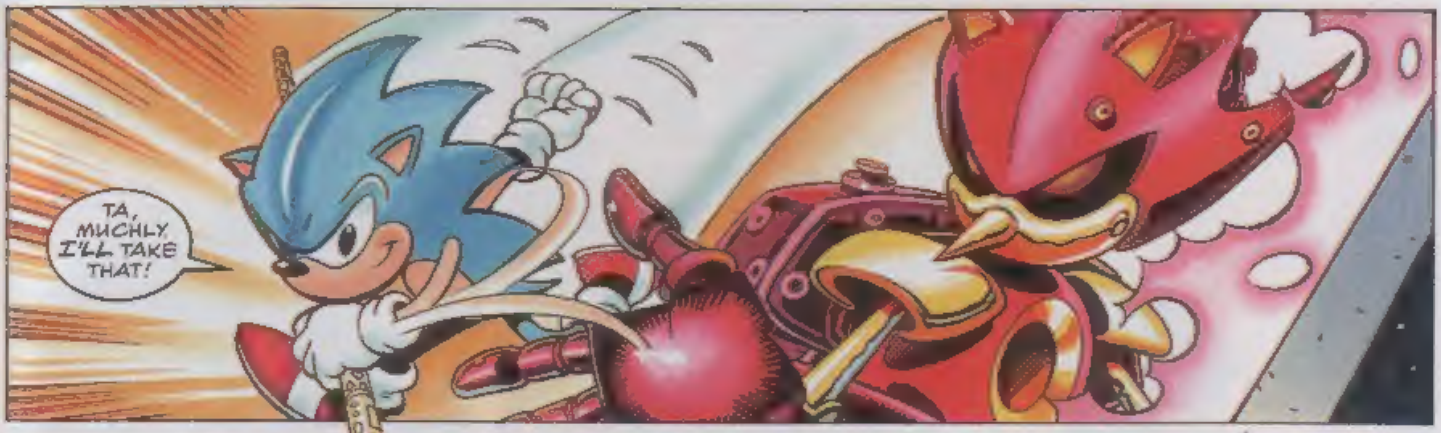

MOMENTS LATER ...
THAT'S ABOUT HALF OF THE FORTRESS CHECKED ... NO SIGN OF ANY ACTIVITY AT ALL! LOOKS LIKE WHATEVER THE BROTHERHOOD OF METALLIX WAS UP TO HERE IS FINISHED!

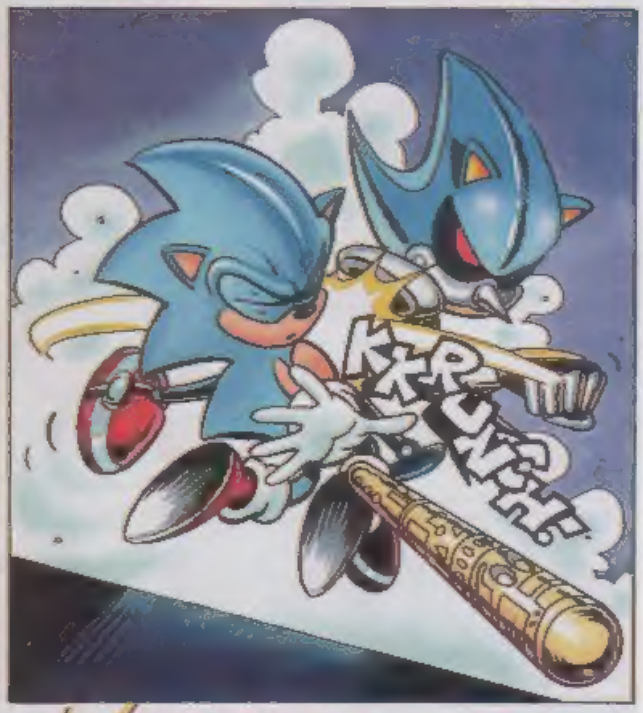

WHOA! I THINK I JUST FOUND SOMETHING!
WE FOUR ARE THE LAST TO LEAVE. GRIMER, I WILL TAKE THE ALPHA DEVICE NOW.
O... OF COURSE, EMPEROR. I HOPE YOU LIKE IT!


IF YOU HAVE LIED AND THE DEVICE FAILS TO FUNCTION, THE BROTHERHOOD WILL PUNISH YOU, GRIMER... YOU WILL NOT BE ABLE TO HIDE FROM US!
IT... IT'LL WORK... I PROMISE!

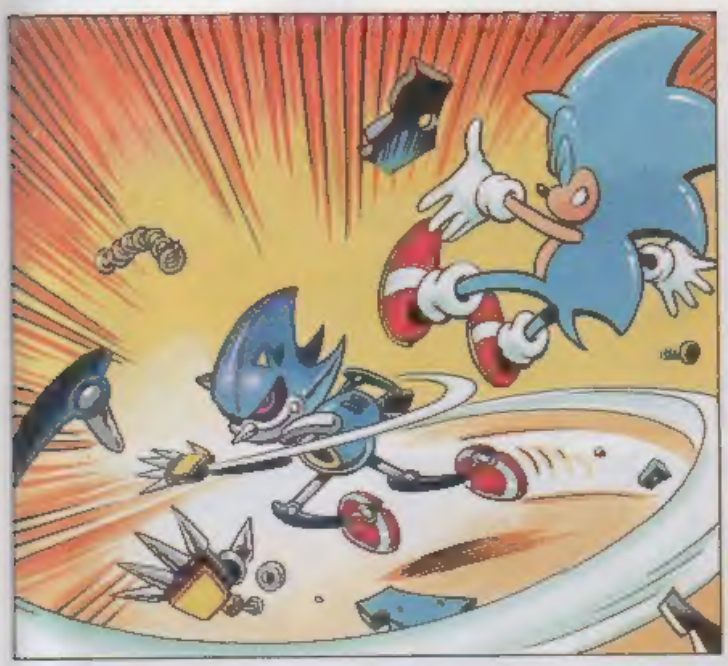
THE BROTHERHOOD'S DESTINY AWAITS US ON THE MIRACLE PLANET. FAREWELL, GRIMER!
YOU CAN'T LEAVE ME... I'LL BE STRANDED IN THE SPECIAL ZONE!

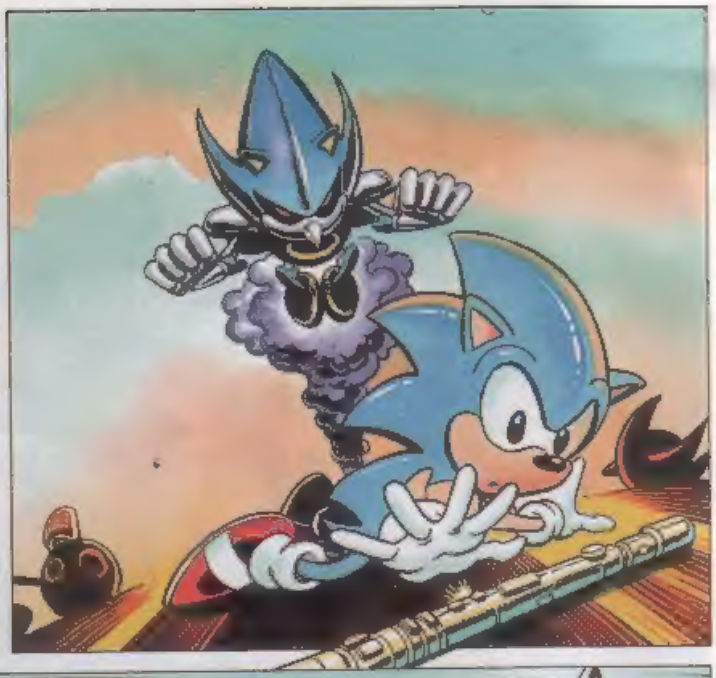
DUNNO WHAT THAT THING WAS GRIMER GAVE TO THE METALLIX... BUT SOMETHING TELLS ME IT WOULD BE A REAL BIG MISTAKE TO LET THEM KEEP IT!

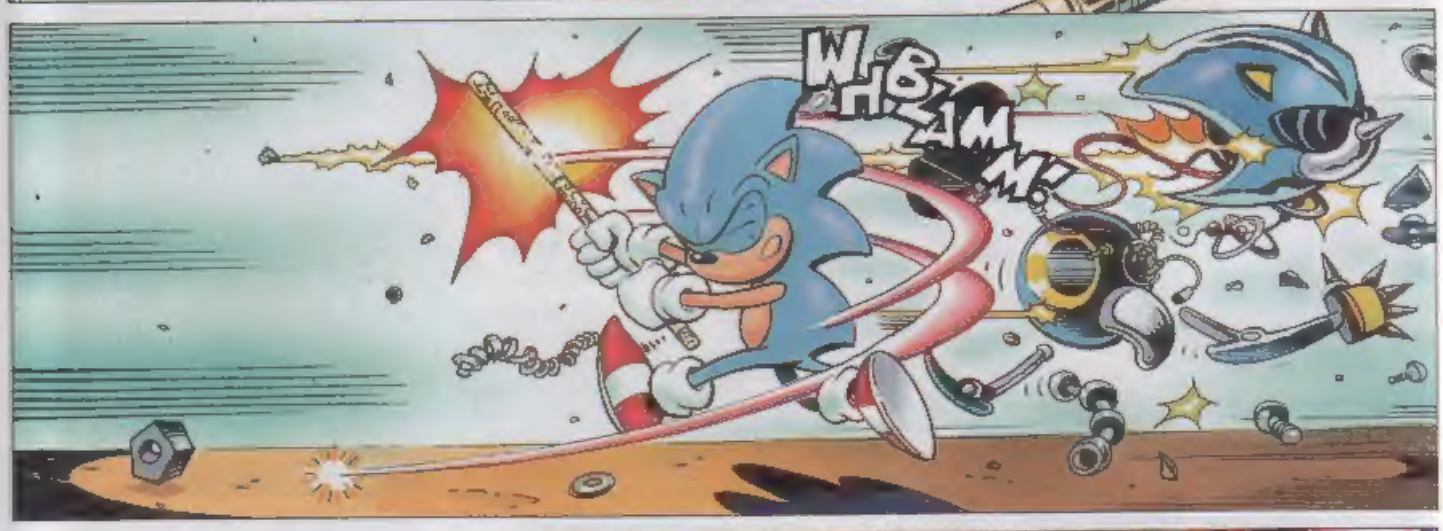

TA, MUCHLY I'LL TAKE THAT!

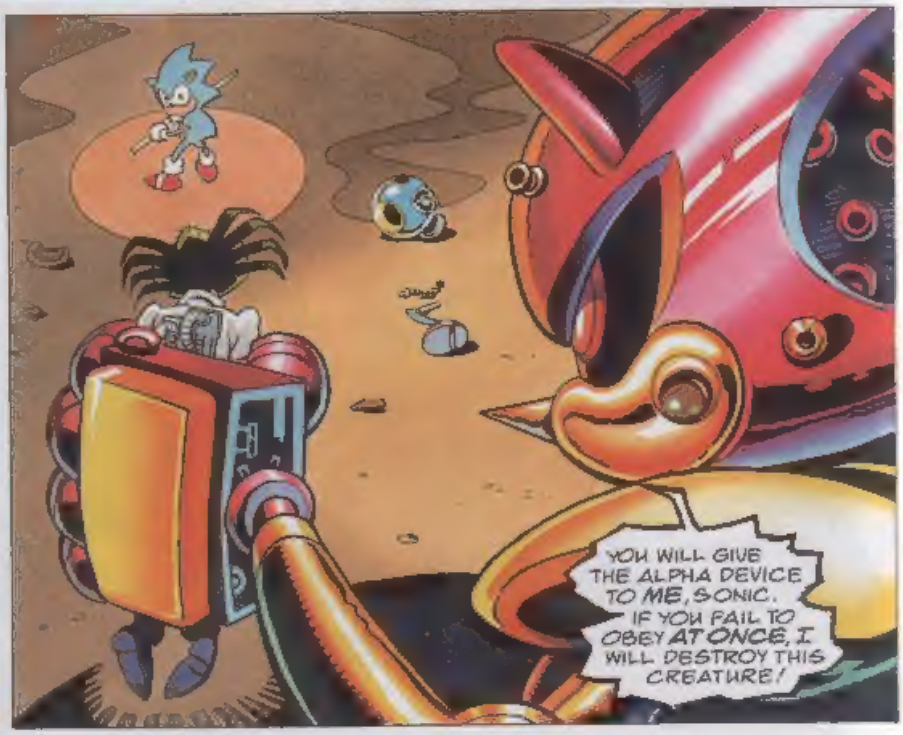

KKRUNCH!

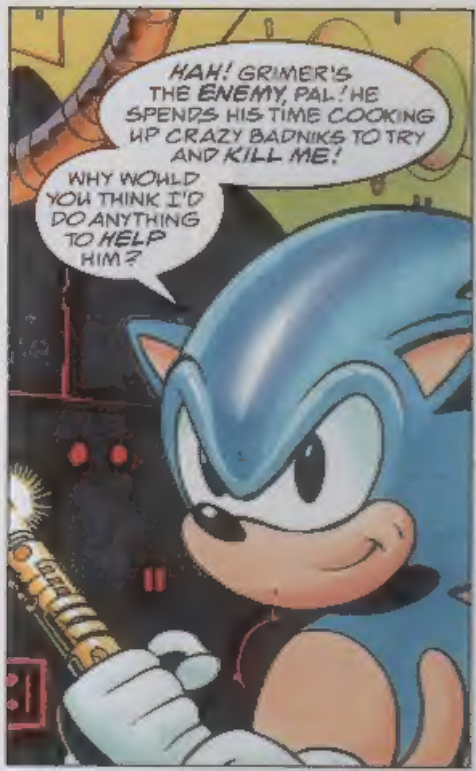
KDAV!






WHBAM!


YOU WILL GIVE THE ALPHA DEVICE TO ME, SONIC. IF YOU FAIL TO OBEY AT ONCE, I WILL DESTROY THIS CREATURE!



NEXT ISSUE: RETURN TO THE MIRACLE PLANET!

# REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNSVILLE
40-70 = NORMALSVILLE
70-80 = FUN CITY
80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

## COMIX ZONE

PRE-RELEASE VERSION REVIEWED

Reviewed by Nick Jones

MD MEGA DRIVE

GAME TYPE: BEAT 'EM-UP
PLAYERS: 1
PUBLISHER: SEGA
PRICE: AROUND £45

Meet Sketch Turner, freelance rock musician and writer/artist on the comic book, *Comix Zone*. Using his most frightening nightmares for inspiration, Sketch is working on the current issue in which the New World Empire finally faces the evil Mortus. Lately, Sketch has had this scary feeling that there is more to *Comix Zone* - it's as if it's all really happening in another dimension ...

LOOK AT ME, SKETCH -- I'M JUST A DRAWING!

NEW YORK CITY, PRESENT DAY

**Comix Zone** is an exciting new Mega Drive title from Sega, due for release this month. What makes this game so new and different is the comic-style layout (and if you don't know what that is, look at the copy of *STC* you're holding!). Each screen is divided into pages and panels, through which you must guide Sketch and his best buddy, Roadkill the Rat. To access the next part of the strip you have to defeat all the baddies along the way. While Sketch doesn't have much in the way of weapons, he has some pretty cool special

moves which can be used to great effect - my favourite is the Whirlwind Attack. Oh yes, and Roadkill the Rat - when morphed into a killer attack rodent - has some handy moves of his own too.

While **Comix Zone** is first and foremost a beat 'em-up game, you won't make it through without using your brain power. Sketch has to figure out how to reach switches to open doors, and sometimes there's more than one route - the wrong choice can be very risky. Mortus's Mutant Army is a truly challenging force and you'll need to grab the scattered power-ups to stand any chance of victory.

The graphics are bright, colourful and well defined with perfect comic-style backgrounds. The music and speech effects are clear and do much to set the tone. There's many clever touches which include speech balloons, plus an occasionally intrusive artist's hand *(we'll have none of that in this comic! Megadroid)*. The best thing about **Comix Zone** is that it's a new concept that really delivers. Just imagine taking your favourite comic (hint: it's initials contain the letters S, T and C), and controlling the action. More games like this please!

# RETURN OF ECCO THE DOLPHIN

NEW STORY

THE STORY SO FAR: THE LIVING CREATURES OF THE SEA HAVE DISAPPEARED, PLUCKED FROM THE WATERS BY A STRANGE VORTEX FROM ABOVE

TRANSPORTED INTO THE PREHISTORIC SEAS OF EARTH, ECCO ENCOUNTERED A SINISTER **GLOW MONSTER**, SERVANT TO THOSE RESPONSIBLE FOR THE DISAPPEARANCE OF ECCO'S FRIENDS

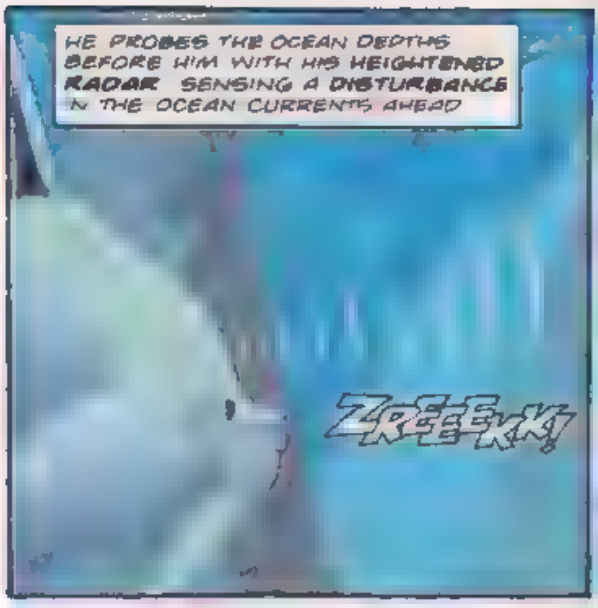
THEN, IN THE LOST CITY OF ATLANTIS, THE GLYPHS BOOSTED ECCO'S ABILITIES SO THAT HE MAY DEFEAT THE **VORTEX** AND RETURN HIS FRIENDS **HOME**

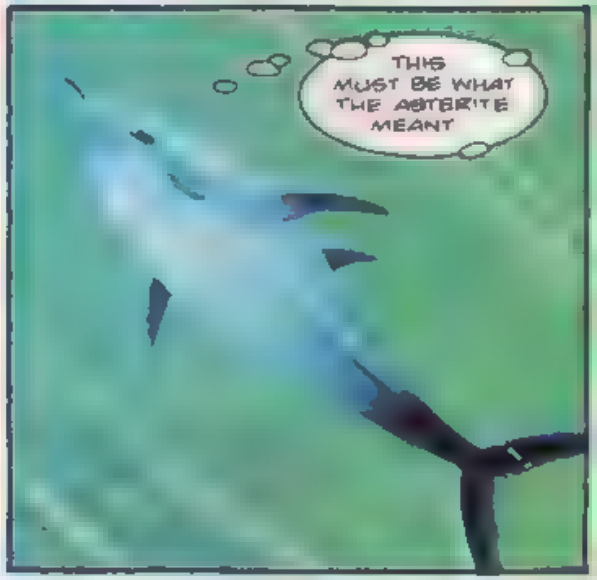
STRANGEST OF ALL WAS THE INTERVENTION OF AN ALIEN INTELLIGENCE, **THE ASTERITE**, WHO TOLD ECCO THAT ONLY WITH HIS HELP COULD **THE VORTEX** BE DEFEATED. BUT THERE WOULD BE A PRICE TO PAY

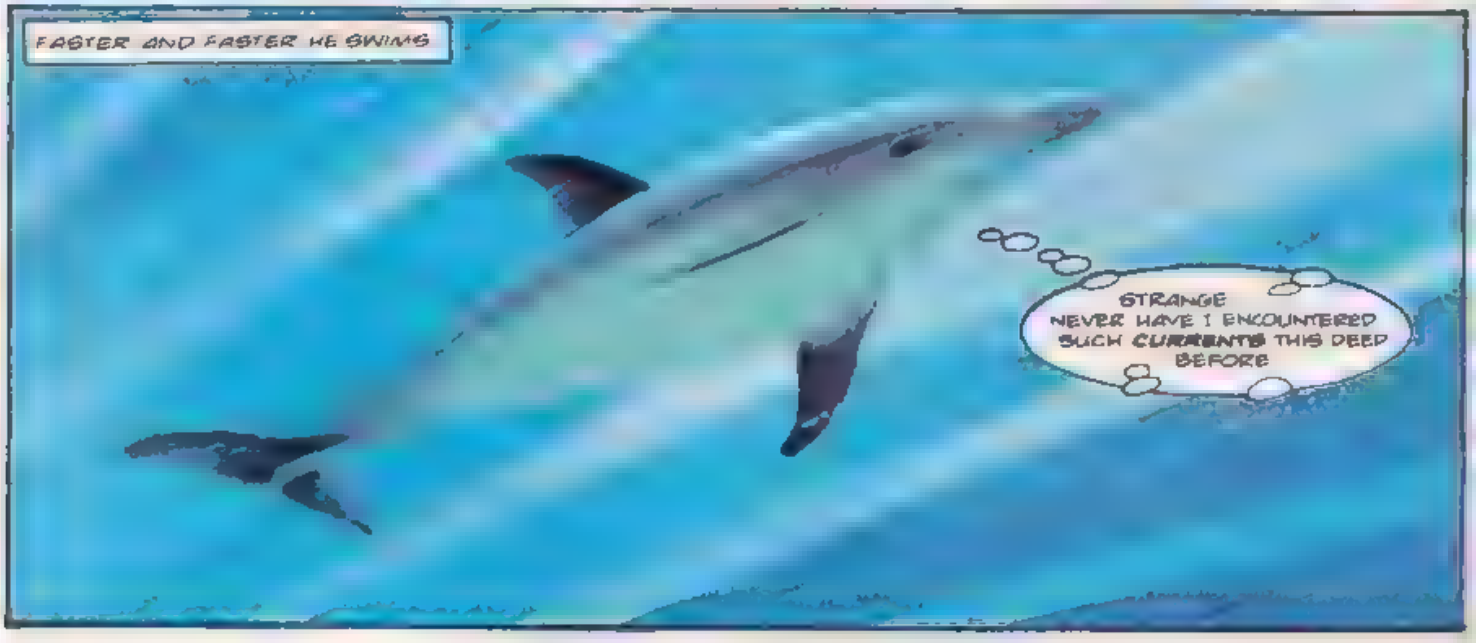
ECCO MUST SWIM TO THE DEEPEST PART OF THE OCEAN AND RECOVER THE LOST SOURCE OF THE ASTERITE'S POWER – **THE BLACK PEARL**

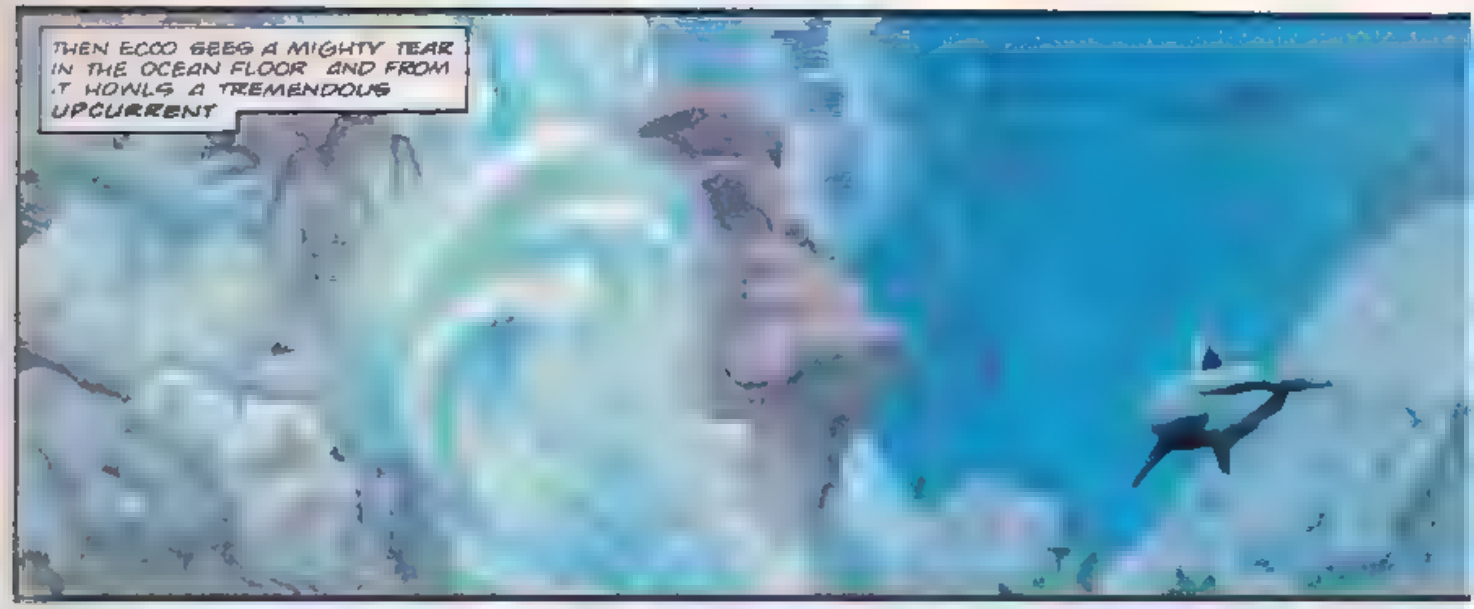
ALL THESE EVENTS HAPPENED IN ECCO'S FIRST SERIES, ETC 13-18 – MEGADROID

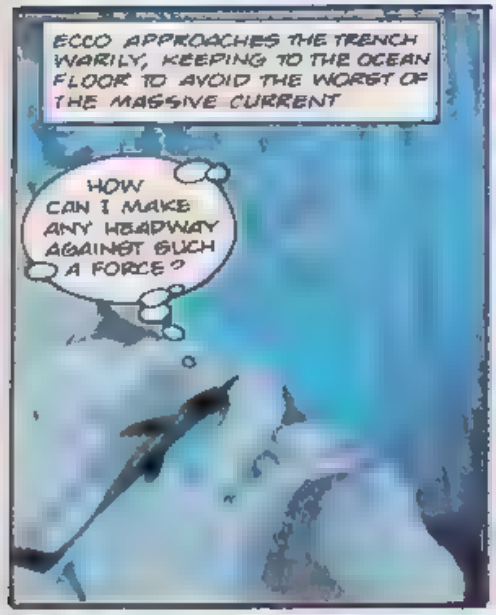
SO NOW ECCO SETS OFF TO LOCATE THE TRENCH WHICH HOLDS THE BLACK PEARL OF THE ASTERITE


HE PROBES THE OCEAN DEPTHS BEFORE HIM WITH HIS HEIGHTENED RADAR SENSING A DISTURBANCE IN THE OCEAN CURRENTS AHEAD
ZREEEEKKK


THIS MUST BE WHAT THE ASTERITE MEANT


FASTER AND FASTER HE SWIMS
STRANGE NEVER HAVE I ENCOUNTERED SUCH CURRENTS THIS DEEP BEFORE

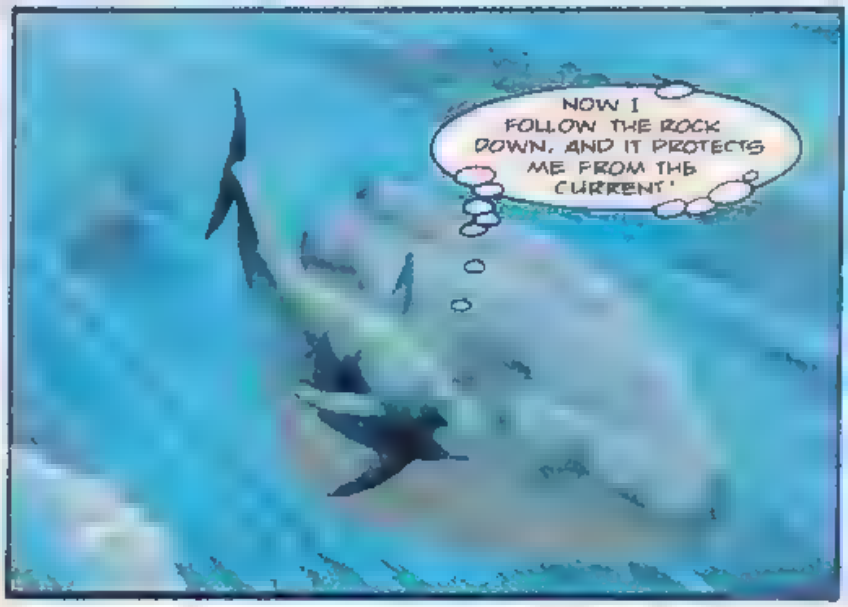

THEN ECCO SEES A MIGHTY TEAR IN THE OCEAN FLOOR AND FROM IT HOWLS A TREMENDOUS UPCURRENT

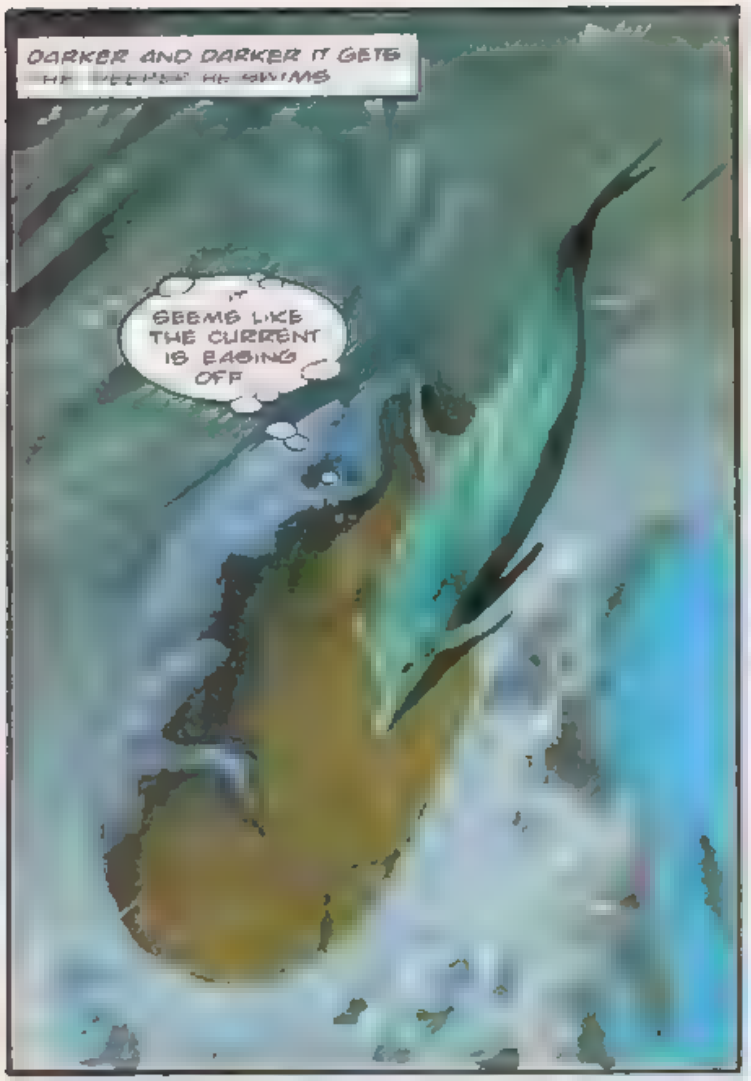

ECCO APPROACHES THE TRENCH WARILY, KEEPING TO THE OCEAN FLOOR TO AVOID THE WORST OF THE MASSIVE CURRENT
HOW CAN I MAKE ANY HEADWAY AGAINST SUCH A FORCE?

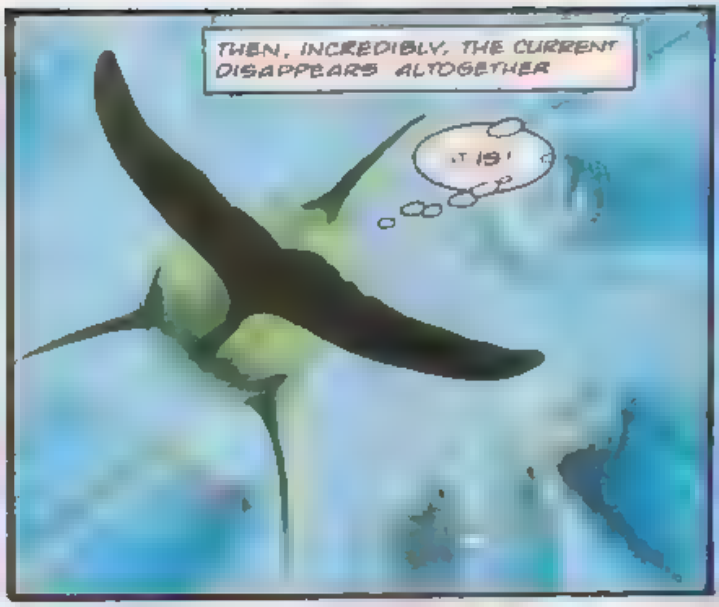
WAIT THAT ROCK MIGHT BE THE ANSWER

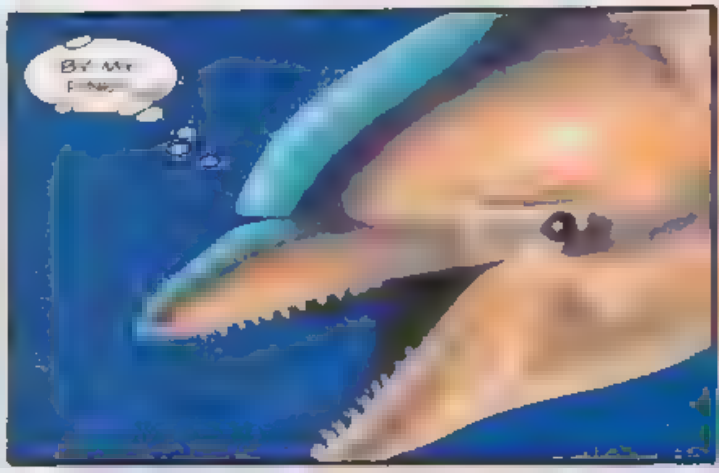
ALL I HAVE TO DO IS MOVE IT A BIT SO

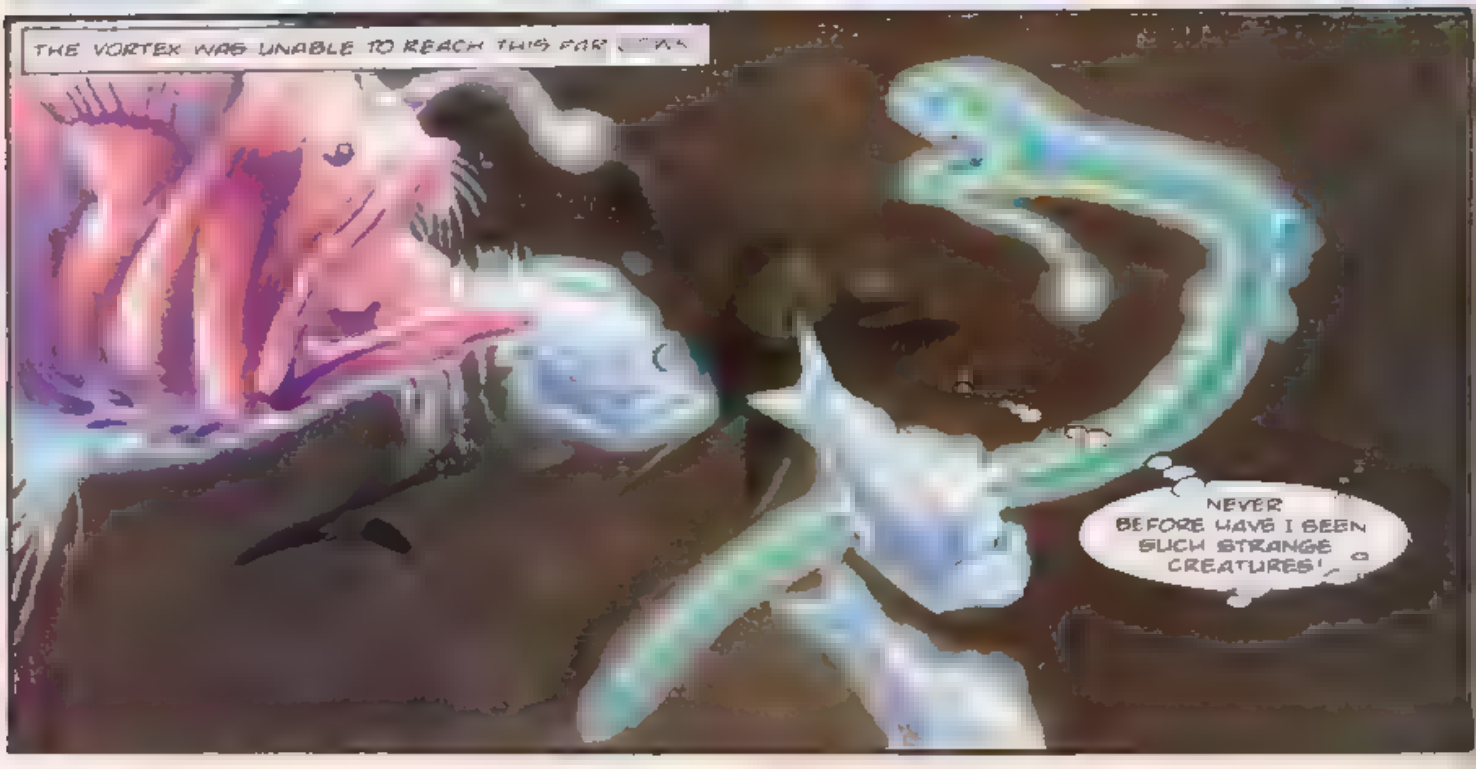
THERE!


NOW I FOLLOW THE ROCK DOWN, AND IT PROTECTS ME FROM THE CURRENT!


DARKER AND DARKER IT GETS
THE DEEPER HE SWIMS
IT SEEMS LIKE THE CURRENT IS EASING OFF


THEN, INCREDIBLY, THE CURRENT DISAPPEARS ALTOGETHER
IT IS!


BY MY FINS!

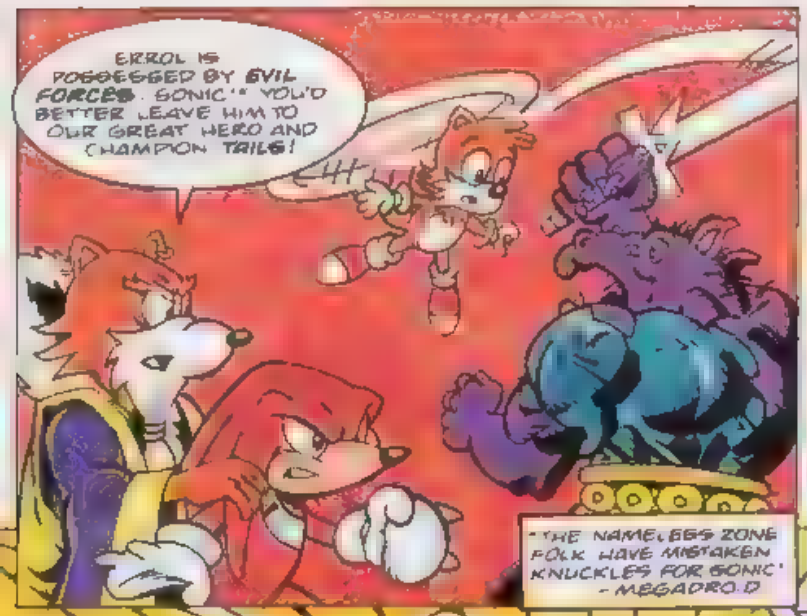

THE VORTEX WAS UNABLE TO REACH THIS FAR
NEVER BEFORE HAVE I SEEN SUCH STRANGE CREATURES!

BUT THE DOLPHIN'S JOURNEY FAR FROM ENDED AND DEEPER STILL HE GOES
THAT STRANGE LIGHT IT CAN ONLY COME FROM.
.. THE BLACK PEARL!
AND THAT MUST BE THE GUARDIAN THE ASTERITE TOLD ME OF
NEXT ISSUE ENCOUNTER!

# KNUCKLES and TAILS™

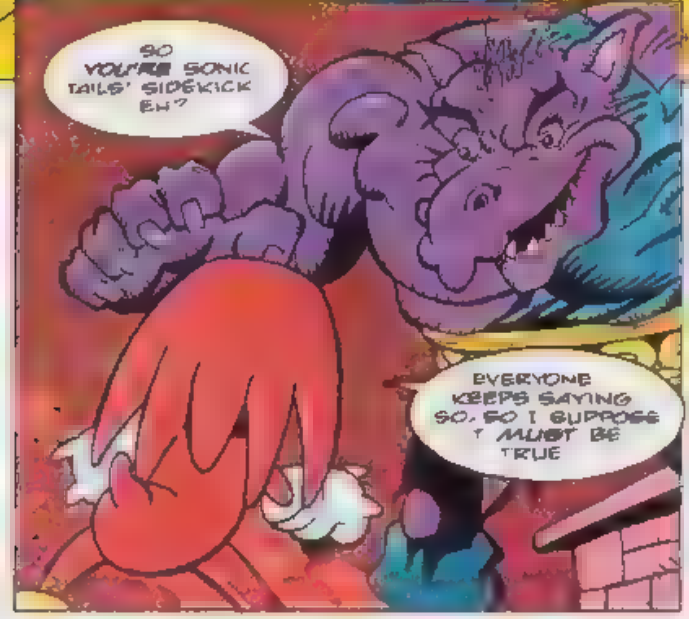
## THE REVENGE OF TROGG Part 2

MIKEL KITCHING
ELITTA FOIL

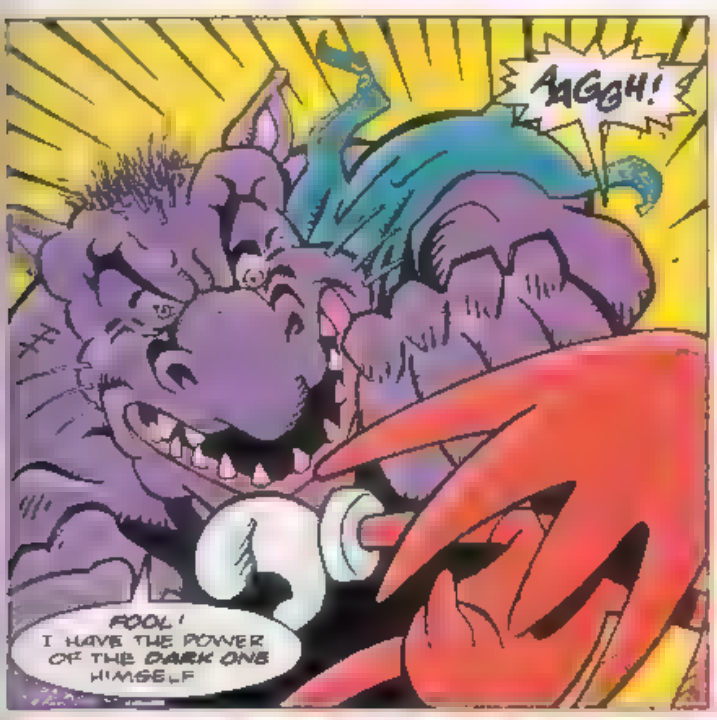

ERROL IS POSSESSED BY EVIL FORCES. SONIC! YOU'D BETTER LEAVE HIM TO OUR GREAT HERO AND CHAMPION TAILS!
"THE NAMELESS ZONE FOLK HAVE MISTAKEN KNUCKLES FOR SONIC" - MEGADROID

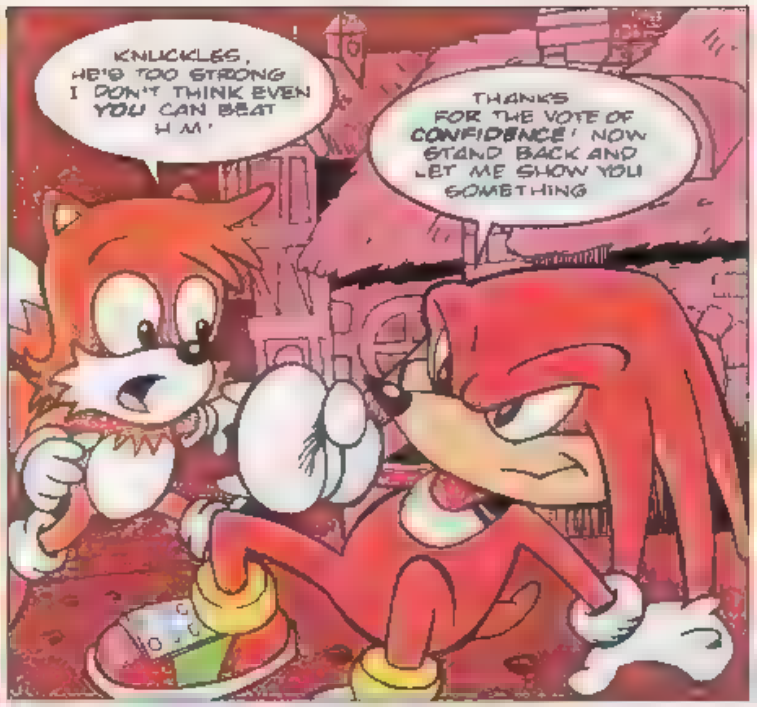
THESE PEOPLE ARE CRAZY! TAILS IS BRAVE BUT NOT A FIGHTER
I REALLY THINK I'D BETTER HELP HIM!

BAKOW
YAGGGH!
WHEW! THANKS KNU ER SONIC!

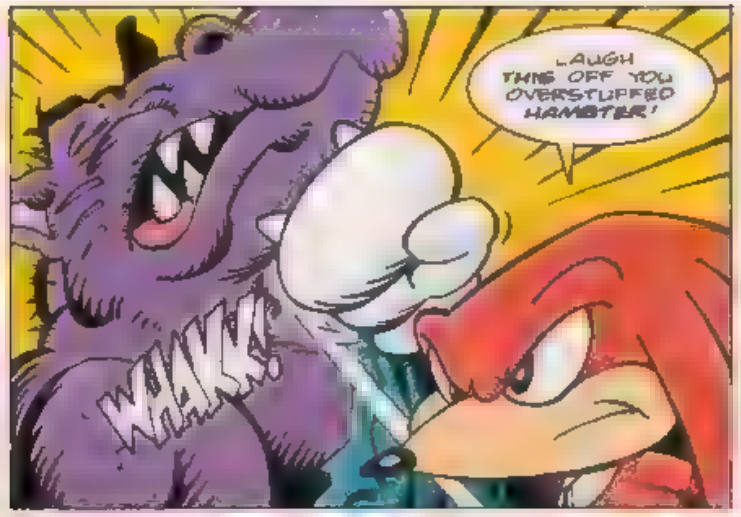

SO YOU'RE SONIC TAILS' SIDEKICK EH?
EVERYONE KEEPS SAYING SO, SO I SUPPOSE IT MUST BE TRUE

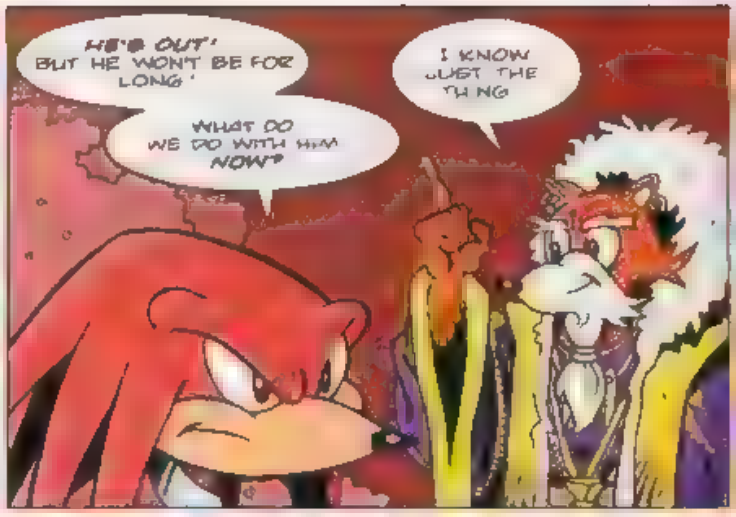
WAKK
WELL, GET READY FOR AN EARLY RETIREMENT, WEAKLING!

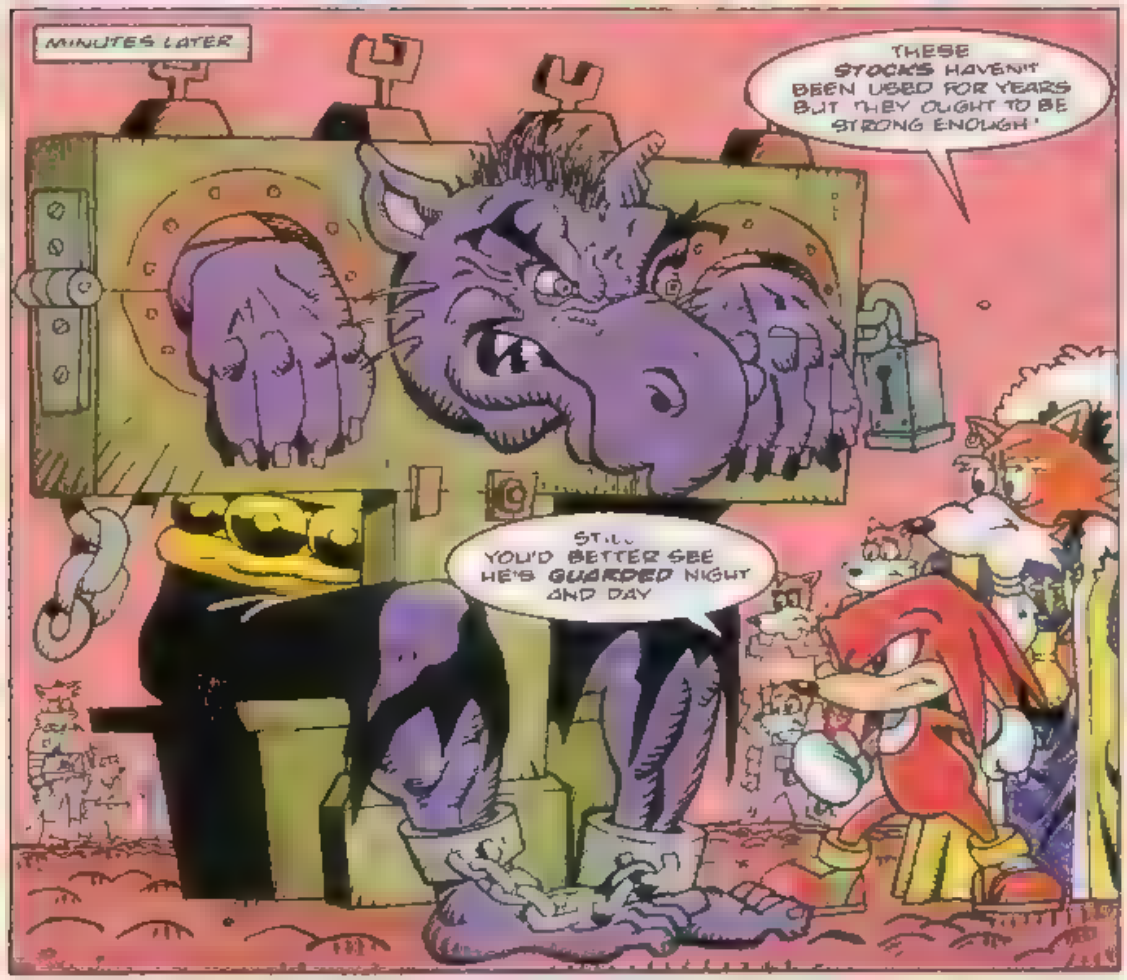

AAGGH!
FOOL! I HAVE THE POWER OF THE DARK ONE HIMSELF


KNUCKLES, HE'S TOO STRONG I DON'T THINK EVEN YOU CAN BEAT HIM!
THANKS FOR THE VOTE OF CONFIDENCE! NOW STAND BACK AND LET ME SHOW YOU SOMETHING

WHAKAM!


LAUGH THIS OFF YOU OVERSTUFFED HAMSTER!
WHAKK!


HE'S OUT! BUT HE WON'T BE FOR LONG!
WHAT DO WE DO WITH HIM NOW?
I KNOW JUST THE THING


MINUTES LATER
THESE STOCKS HAVEN'T BEEN USED FOR YEARS BUT THEY OUGHT TO BE STRONG ENOUGH!
STILL YOU'D BETTER SEE HE'S GUARDED NIGHT AND DAY

WHAT DO WE DO NOW? THE ENCHANTER KINGS ARE STILL PRISONERS OF THE EVIL TROGG

DON'T WORRY ABOUT THAT, TAILS HAS A PLAN!
I DO? I MEAN OF COURSE I DO!

KNUCKLES WHY ARE YOU LETTING THEM THINK YOU'RE SONIC AND THAT YOU WORK FOR ME?

HEY I DON'T WANT TO **EMBARRASS** YOU OR ANYTHING!

BESIDES, IT'S A RELIEF TO BE IN A ZONE WHERE PEOPLE DON'T WORSHIP THAT LITTLE BLUE SHOW OFF!

TAILS, YOU MENTIONED A **PLANT**

UH YES I THOUGHT IF WE ALL SAT DOWN AND WROTE A **STIFF LETTER** TO TROGG AND

WHAT TAILS MEANS IS HE THINKS HE AND I SHOULD GO INTO THE LAND BEYOND AND BUST THE ENCHANTER KINGS OUT!

ER YES THAT WAS MY **OTHER** PLAN.

AND SO.

THIS BRIDGE IS THE ONLY WAY IN OR OUT OF THE LAND BEYOND!

MAY **GOOD FORTUNE** TRAVEL WITH YOU!

KNUCKLES YOU SURE THIS PLAN OF YOURS IS A GOOD IDEA?

HEY I M WITH THE **HERO** OF THE NAMELESS ZONE WHAT COULD GO WRONG?

NEXT ISSUE **A BRIDGE TOO FAR!**

# Q ZONE

Q IS FOR QUESTION,
Q IS FOR QUERY,
Q IS FOR QUANDARY!

IF YOU WANT TO ENTER THE Q ZONE FOR [illegible] FAVOURITE SEGA GAMES, DROP A LINE TO:

Q ZONE, SONIC THE COMIC, 25-31 WINSTRICK PLACE, LONDON, WC1N 5DU.

# FIFA '95

## SPECIAL Part 3

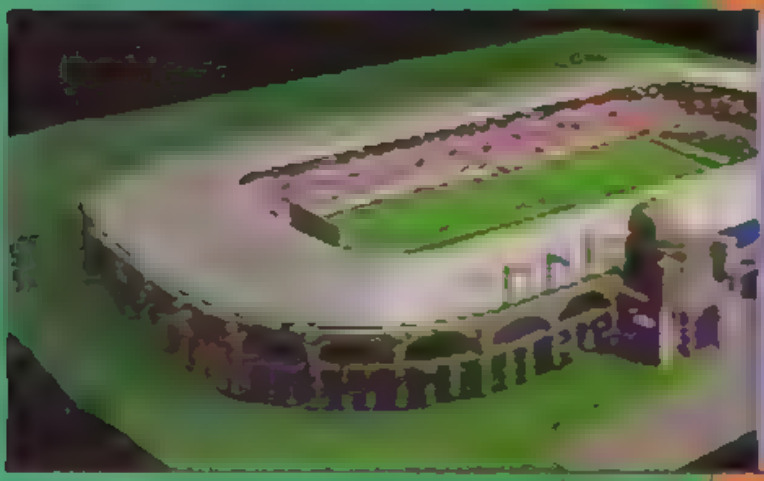
In this concluding part of the FIFA '95 Special [illegible] offers a complete run [illegible]

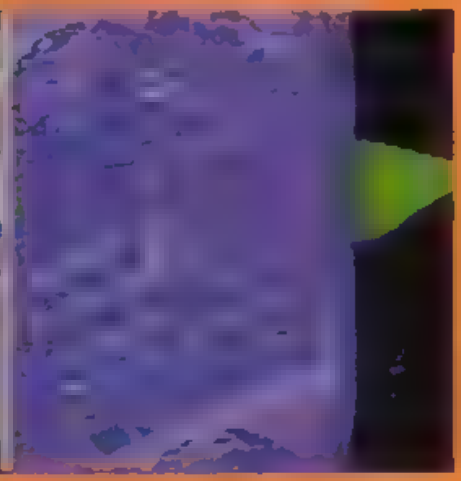
THE [illegible]

OOH AAH CANTONA

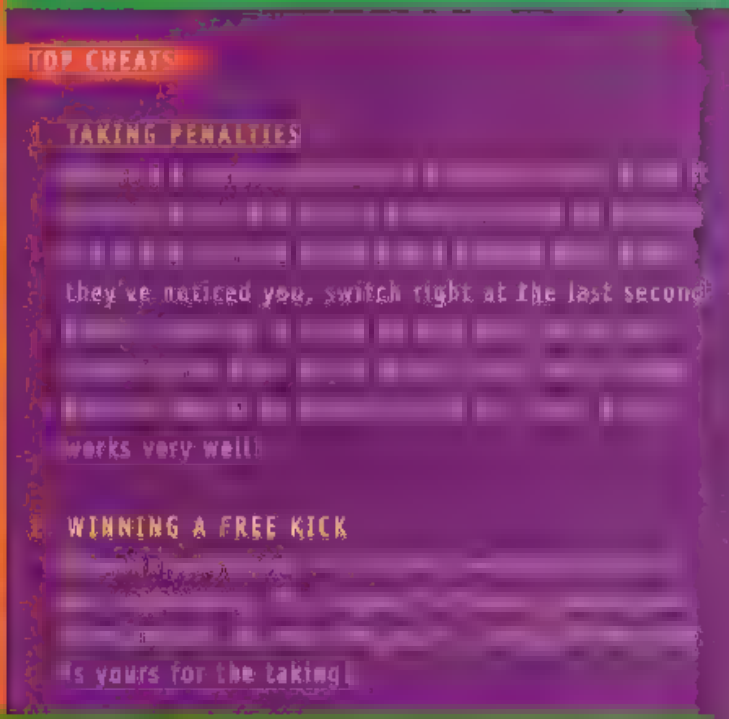
MR SCHMEICHEL (TOP GOALIE?)

SUPER FAST KANCHELSKIS





LIVERPOOL'S JOHN BARNES




KOEMANEY

IAN 'SURE-SHOT' WRIGHT

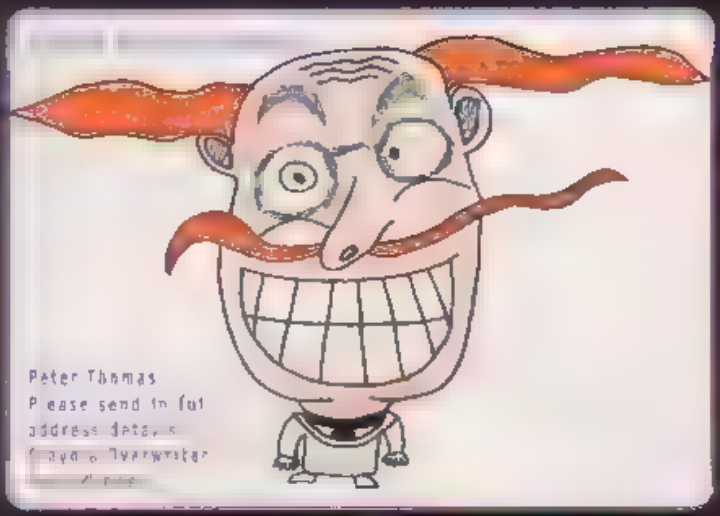
MAN UTD'S MARK HUGHES

# GRAPHIC ZONE

Julie-Ann Morse, Bedminster, Bristol.
Sega Freewriter Pack Winner

Allison Hedley, Kenilworth Gill, Tyne & Wear.
Sega Freewriter Pack Winner

Lewis Woodstock, Taunton, Somerset.
Sega Freewriter Pack Winner

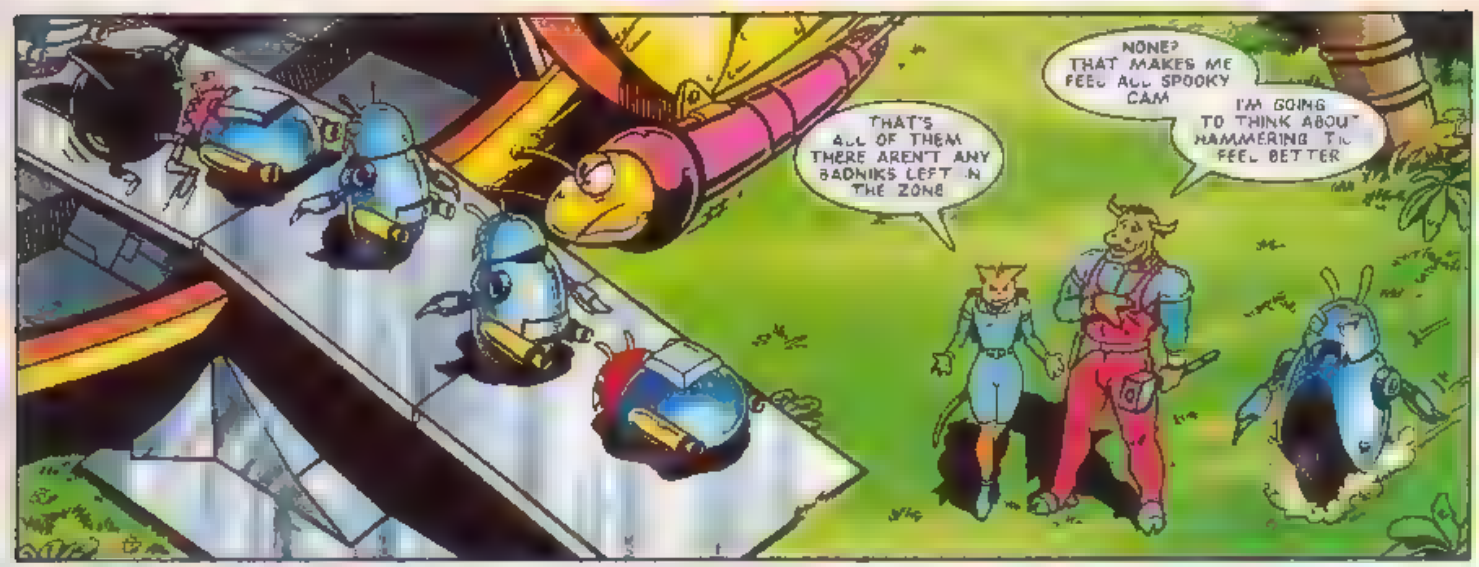


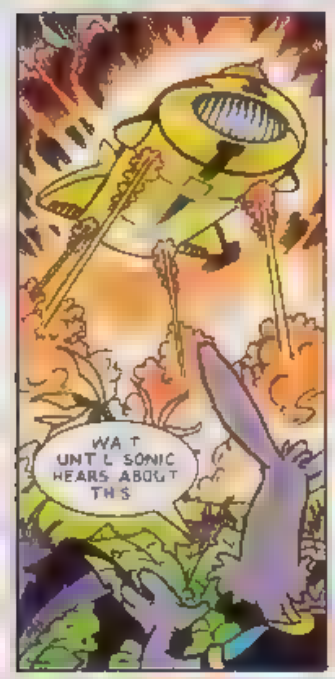
EACH ARTIST-HUME WHO GETS THEIR HANDYWORK PRINTED IN STC WILL RECEIVE A PACK OF CRAYOLA OVERWRITER COLOUR FIBRE-TIPPED PENS.

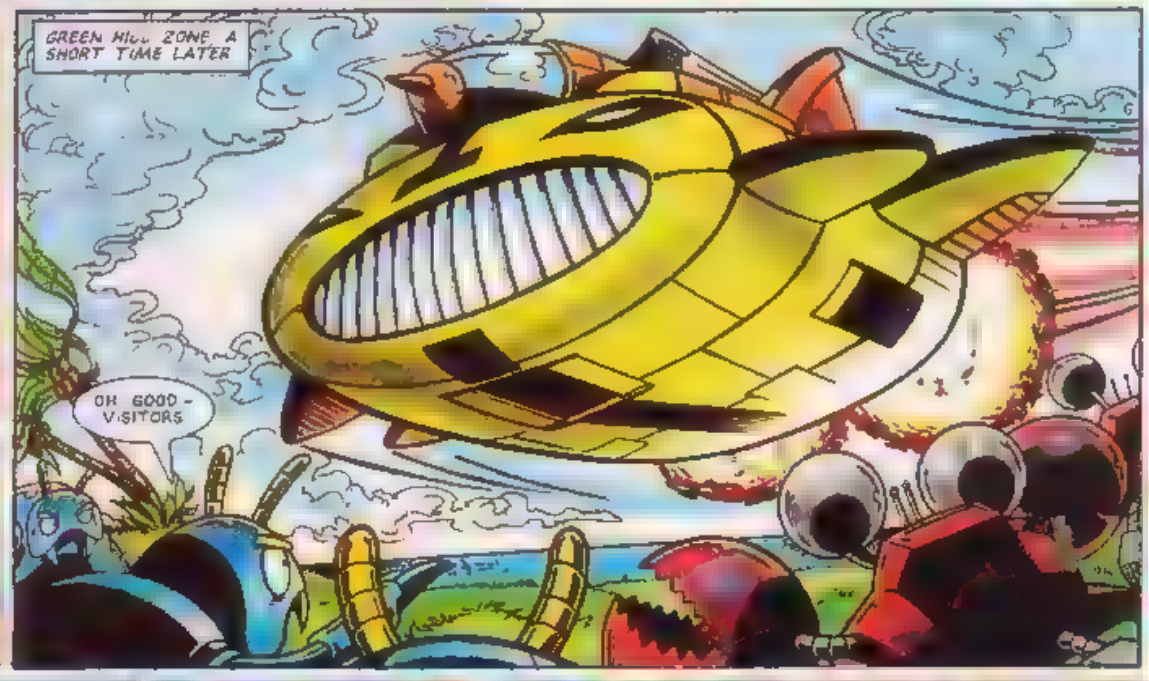
# SONIC'S WORLD

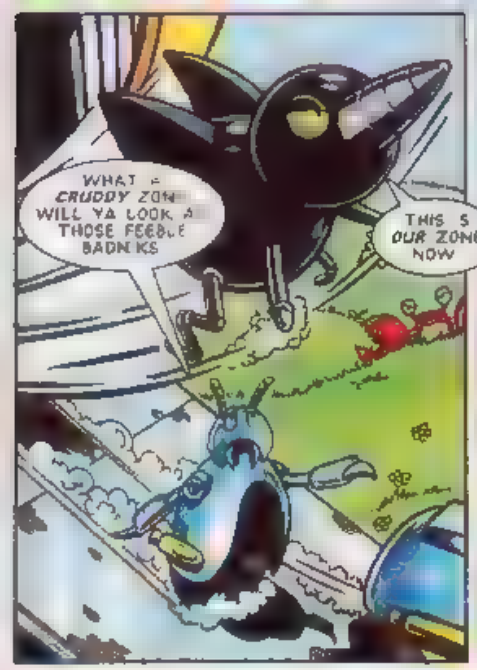
## The Seven Badniks Part 2

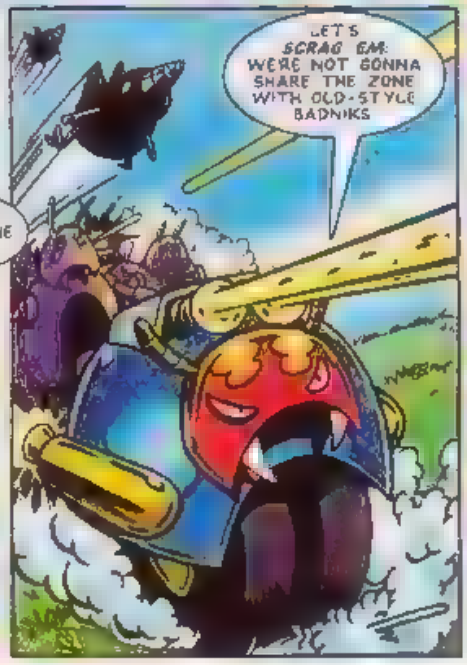
Script Mark Dyles
Art Mike Hedley & John Burns
Lettering Tom Frame

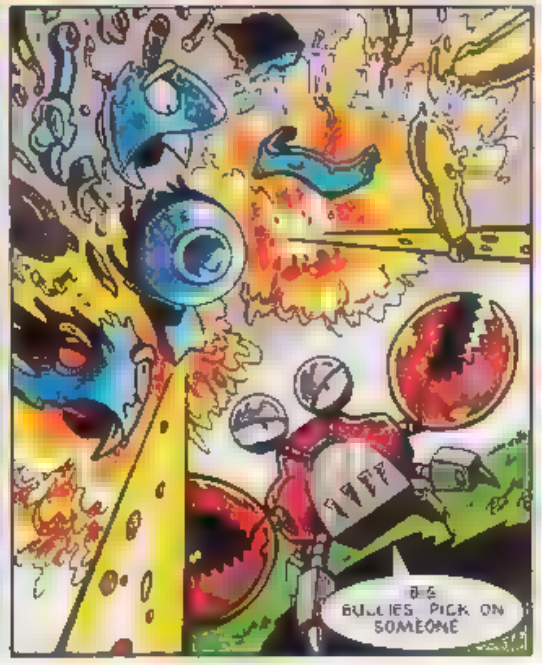

THAT'S ALL OF THEM THERE AREN'T ANY BADNIKS LEFT IN THE ZONE
NONE? THAT MAKES ME FEEL ALL SPOOKY CAM
I'M GOING TO THINK ABOUT HAMMERING TIL FEEL BETTER


WAIT UNTIL SONIC HEARS ABOUT THIS


GREEN HILL ZONE A SHORT TIME LATER
OH GOOD - VISITORS


WHAT A CRUDDY ZONE WILL YA LOOK AT THOSE FEEBLE BADNIKS
THIS IS OUR ZONE NOW


LET'S SCRAG EM: WE'RE NOT GONNA SHARE THE ZONE WITH OLD-STYLE BADNIKS


BIG BULLIES PICK ON SOMEONE

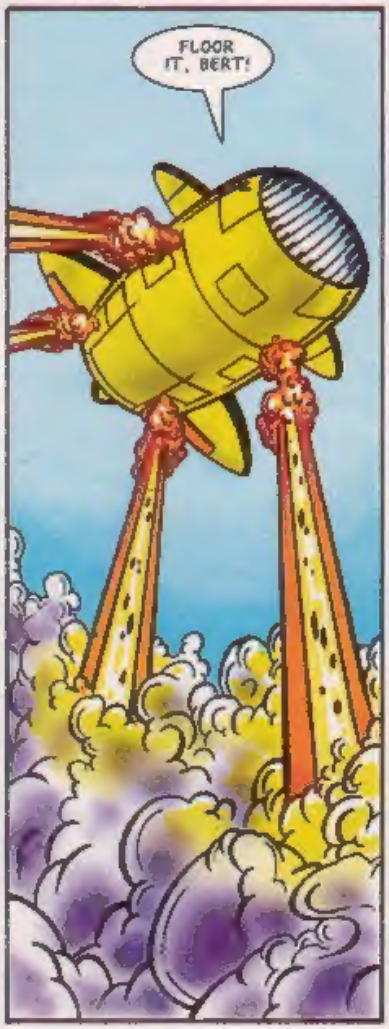
CRUNCH
CAN IT, SMALL FRY. MIGHT IS RIGHT.
THINGS ARE NOT LOOKING GOOD, BERT.
DO YOU THINK I SHOULD USE MY NUMBER ONE HAMMER?
ABSOLUTELY, BERT. MEANWHILE I'LL DO SOME REPROGRAMMING OF MY OWN.
BANZA!!
FZZZZT
KRABANG
THE GREEN HILL ZONE BADNIKS ARE GETTIN' CREAMED.
THEY WERE DESIGNED YEARS AGO. THEY'RE COMPLETELY OUTCLASSED.
WE WON'T BE ABLE TO GET THE PALMTREE PANIC BADNIKS BACK UNDER CONTROL NOW THEY'VE TASTED OIL.
HOLD STILL, BERT. COMIN' ABOARD!

EZZZZAT
GREEN HILL BADNIKS, TO ME!
KRRRAKONG!

ARE YOU ALL THAT'S LEFT?


KERLICK

OKAY, BERT, WE'VE GOT THEM – LET'S GO!
COWARDS! PICK ON SOMEONE YOUR OWN SIZE!


FLOOR IT, BERT!

WE WON! WE WON! WE WON!
NEXT ISSUE: ENTER THE SEVEN BADNIKS!

EITHER POST YOUR MAIL TO:
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

Prehistoric Sonic!

Wayne Bradford, MD2 owner.
Sonic Stationery Winner.

## SUMMERTIME BLUES!

Dear Megadroid,

I was very disappointed with the 1995 Sonic Summer Special because nearly all the stories were printed before in Sonic Poster Mags!

**Paul Spencer, Aylesbury, Bucks.**
**MD owner.**
**Sonic Stationery Winner.**

*The Summer Special was marked up as a Classic collection, Paul, - i.e. it was made up of popular strips, taken from the regular comic. These are mainly put together for comic fans who do not normally buy regular copies of STC.*

## WIDE BOY-O!

Dear STC,

Since Sega games are so expensive, it's about time blank game cartridges were produced, together with a recording adaptor. This would enable me to makes copies from an original.

**Richard Hodgson, Gwent, S Wales.**
**MD owner.**
**Sonic Stationery Winner.**

*Interesting idea, but how will you be able to operate from jail?*

## DO IT YOURSELF!

Dear Megadroid,

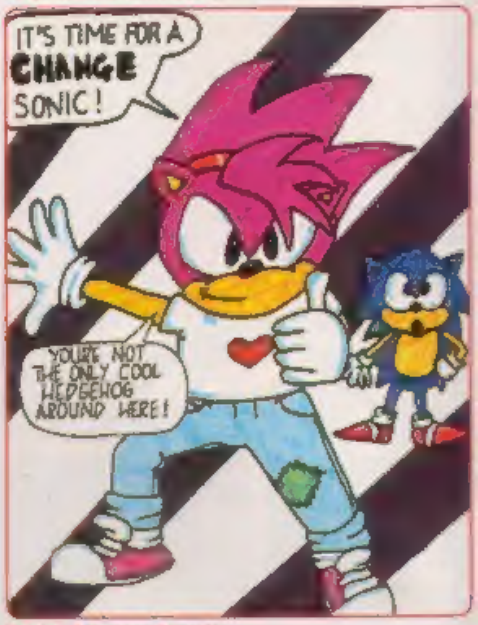
Unfortunately, I forgot to enter the compo to win a **Sonic & Knuckles Jacket** back in *STC* 53, so please tell me where I can buy one from?

**Michael Edwards, Harlow, Essex.**
**MD/MS owner.**
**Sonic Stationery Winner.**

*You're out of luck this time Michael, as the jacket was a one-off exclusive (results of the competition will be announced next issue). However, you could always get an artistic-hume to paint one on the back of a denim jacket, using fabric paint (available from haberdashery shops and department stores).*

Send your e-mail messages to:
**stc@richb.demon.co.uk**
Be sure to include your snail mail (postal) address if you want to win a prize!

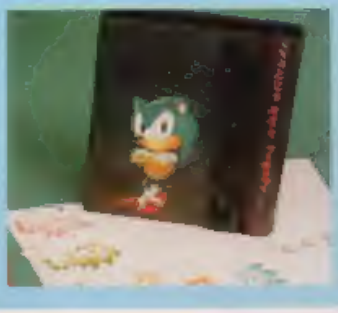
Amy wears the trousers!




Meriel Beaucre-Temple.
Sonic Stationery Winner.

Everything printed in *Speedlines* wins a **Highgrove Sonic Stationery** set. Boomers will find the equipment extremely useful in helping to organise those important events in life.

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please ask for **Helen Waller** on **0171 344 6400.**



The Highgrove Stationery set is just part of a range of Sonic products available from most retail stationers.

# NEXT ISSUE...

## WHO'S THE HOT CROSS FOX?

Plus

**SONIC!**
METALLIX ARE GO!

**ECCO!**
SPLASHES OUT!

**SONIC'S WORLD!**
TROUBLE'S BREWING!

**STC ARTISTS!**
MEET THEM BEFORE THEY MEET YOU!

**STC 61**

ON SALE SAT, 16TH SEPTEMBER '95 £1.20

# DATA STRIP

### I'VE BEEN READING *STC* SINCE ...

ISSUE [ ]

### MY FAVOURITE ...

FILM/VIDEO IS .....

.....

BAND/SINGER IS .....

.....

### MY SEGA SYSTEM ...

TICK:-

GG [ ] MCD [ ] MD [ ]
MM [ ] MS [ ] 32X [ ]
SATURN [ ]

### SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

.....

.....

..... AS A COMIC STRIP IN *STC*.

### THIS ISSUE'S MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

### *YOUR RATING FOR ISSUE 60*

[ ] %

Post to: Data Strip/Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.